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BAXAR'S WAR™ ENCYCLOPEDIA

Angel of Sunrise

☼: **Haste Gambit 2 —** You may have each opponent advance one turn on the victory track. If you do, move each ally up to two cells.

When she rises, armies fall.

11 XXX 5 11|12

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Arch of Triumph

During your spawn phase, you may spawn creatures in this cell if there are no local enemies. *(You can't break the stacking limit with this ability.)*

The Arch of Triumph was first discovered by Sir Glorious of the Janus Legion.

4 XX Location

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Clawclan Scout
Bloodcut (B)

: **Skirmish —** You may move target engaged ally one cell.

He is commited to killing the Stitched as many times as it might take.

3 X 2 4|5

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Green Crusader

When the stakes are high enough, even the forest goes to war.

8 X 4 9|10

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Honor Guard
Janus (J)

He watches his own back.

4 X 3 5|6

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Kitsune
Bloodcut (B)

0: **Attract Bloodcut —** You may pull target Bloodcut ally one cell. *("Pulling" means moving a creature closer.)*

Where she goes, trouble is sure to follow.

7 X 4 7|9

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Naga Broodqueen

: **Rush —** You may move each ally in target cell one cell.

Lady of rubies, baroness of gold, princess of pearls.

5 X 2 7|8

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Pearlthorn Gargoyle

: **Flux Ward —** This creature has +X defense and +X life, where X is the conquest-point value of the local cell.

The more flux it taps into, the more real it becomes.

10 X 5 9|11

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Raging Vanguard
Bloodcut B

Unstoppable — This creature can move when you shift, even if it's engaged.

If you want to stop him, just kill him.

9 XX 4 10|10

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Sightless Eunuch

: Advance — You may move target unengaged ally one cell.

He sees nothing but victory and desires nothing but triumph.

8 X 4 8|10

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Stag Zealot
Bloodcut B

: Crit 3 — Deal +3 damage this combat.

His act of self-sacrifice inspires his allies to greater efforts.

6 XX 0 8|9

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Temple Lion

Protect — Local allies can't be disrupted. If this creature is disrupted or destroyed, local allies can't be disrupted this phase.

Temple lions, sometimes known as shishi, *have protected dreamers for thousands of years.*

8 X 4 7|7

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Virtuous Maiden

❶: Gain Enrage 1 — Until end of turn, this creature has "**Enrage 1 —** Your local and adjacent allies have +1 power."

Bask in her beauty and be rewarded.

4 XX 2 5|6

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Whirling Knifedancer

: Crit 1 — Deal +1 damage this combat.

The pain of his foes is the only applause that this dancer seeks.

4 XX 3 4|5

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Zungar Blademaster

Defender — This creature can't move into an enemy-occupied cell when you shift.

Are they a race that could have been but never was?

2 X 2 5|5

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Bogillian

⓪: Slip — If this creature is at the end of a row, move it to the other end of that row.

Ooze can find paths that the mind cannot.

8 | 4 | 5|12

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Chaos Puppeteer

❶: Vortex — At the same time, move each creature in a noncentral key cell one cell clockwise around the central key cell. *(Abilities that trigger as a result of this movement do so after all the creatures have moved.)*

3 | 2 | 3|6

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Cyclopean Sprite

: Whisper Gambit 6 — You may have each opponent advance one turn on the scoring track. If you do, banish enemies of your choice whose total spawn costs add up to 6 or less.

She doesn't grant wishes. She denies dreams.

5 | 2 | 4|9

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Decapitrix
Stitched (S)

: Warpstrike 2 — Make a 2-power attack against target nonlocal enemy.

She was put together to take you apart.

7 | 3 | 4|9

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Faceless King
Lost (L)

Rally Lost — Whenever a local or adjacent Lost ally is disrupted, you decide which empty cell it goes to instead of your opponent.

He is the king of nothing and his rule is eternal.

9 | 4 | 5|11

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Fleshworm Broodsire

⓪: Awaken — Remove this creature from the game. Then put each creature in your graveyard into your reserves.

Lord of rot, baron of decay, prince of putrefaction.

8 | 5 | 4|9

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Gent
Stitched (S)

❷: Edgemaker — Activate target local ally's blade ability as if were assigned to it. *(Abilities that work only during combat can't be activated with this ability.)*

His gears turn, your will bends.

5 | 3 | 3|7

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Lockjaw

: Lockdown — Creatures in target cell can't move when their controller shifts this turn.

Only one who finds the keys can unlock her secrets.

8 | 2 | 4|7

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Marian, Bound to Pain
Stitched (S)

Unique Marian

Grave Harvest — Whenever a local or adjacent Stitched ally is destroyed, put a different Stitched creature from your graveyard into your reserves.

10 | 5 | 6|14

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Nevret Warmaster

Fortunate 5 — Whenever this creature attacks, reroll up to five attack dice.

Luck is a matter of perspective.

6 | 2 | 3|7

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Ooktolok

: Stray Warpstrike 7 — Target opponent chooses target nonlocal creature he or she controls. Make a 7-power attack against that creature.

"Someone's gonna pay!"

6 | 2 | 4|8

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Ouroboros

: Fade Ally — Banish target ally.

It lives in the dreams of those about to be born and those about to die.

7 | 5 | 5|12

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Skinless

When he finds a suit of skin that fits, maybe he'll stop killing. Maybe.

4 | 3 | 3|8

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Tower of Faces

: Warpstrike 7 — Make a 7-power attack against target nonlocal enemy. *(When your local creatures make a regular attack, you can assign their blades to this location to activate this blade ability.)*

5 | Location

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Unspeakable Brothers
Janus (J)

: Double Warpstrike 6 — Choose two different target nonlocal enemies. Make a 6-power attack against each target.

12 | 6 | 6|12

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Bad Kitty
Stitched (S)

: Venom 2 — Assign 2 venom points to target local creature. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

3 | 2 | 3|5

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Baxar the Soulstitcher
Unique Baxar

X: Call — Put a creature with spawn cost X from your graveyard into this cell.

: Deathboon — If target local enemy is destroyed this combat, put a creature from your graveyard into your reserves.

10 | 5 | 8|11

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Butcher
Stitched (S)

: Corpsebuilt — Sacrifice this creature unless you put a creature from your reserves into your graveyard.

Baxar built the butchers in his own image.

6 | 4 | 7|10

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Citadel of Torture

Curse 1 — Whenever one or more local enemies attack, the enemies' controller rerolls one die of your choice.

0: Torture — Sacrifice a local ally. Gain spawn points equal to its spawn cost.

5 | Location

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Clawkiller

Don't wave back.

5 | 3 | 5|8

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Crypt Worm
Hellbred (H)

0: Haunt Gambit 2 — You may have each opponent advance one turn on the victory track. If you do, move each enemy in target cell up to two cells.

It speaks with the voice of a tomb.

11 | 6 | 10|13

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Darkbringer
Hellbred (H)

: Terrify — You may push any number of local enemies one cell.

Only the doomed are allowed to remain in his presence.

10 | 4 | 9|13

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Equitar
Stitched (S)

: Corpsebuilt 2 — Sacrifice this creature unless you put two creatures from your reserves into your graveyard.

: Panic 1 — Local enemies have –1 defense this combat. *(A creature's defense can't be less than 1.)*

9 | 6 | 9|12

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Glaive Scorpion
Hiveling Hv

: Venom 4 — Assign 4 venom points to target local creature. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

: Expel — You may move target engaged enemy one cell.

8 | 4 | 7|10

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Lady of the Fang
Stitched S

: Expel — You may move target engaged enemy one cell.

"Hold ssstill. It'sss almossst over."

7 | 4 | 6|9

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Pale Horse

Follower 2 — This creature can attack only if at least two local allies are also attacking.

The pale horse heeds not his rider.

5 | 5 | 6|8

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Silhouette

Shadow — This creature can't be the target of abilities.

Not a dream, but the shadow of a dream.

4 | 3 | 4|5

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Soul Serpent

: Venom 3 — Assign 3 venom points to target local creature. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

: Venom 1

6 | 3 | 5|7

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Walking Worms

: Offer Self 3 — Sacrifice this creature. Gain +3 spawn points.

It's not so bad, once you get used to the agony.

4 | 2 | 4|7

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Wayward Spiker

Follower — This creature can attack only if at least one local ally is also attacking.

Spikers come in a variety of forms, all of them unusual.

8 | 4 | 9|13

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Bloodcut Behemoth
Bloodcut (B)

Loner — This creature can't attack with other creatures.

Last Gasp — This creature can make a deathblow during any action phase.

10 | 7 | 7|7

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Bloodhawk Barag

0: Energy Gambit 4 — You may have each opponent advance one turn on the victory track. If you do, gain +4 spawn points.

: Crit 2 — Deal +2 damage this combat.

The bloodhawk barag's shriek sounds like shearing steel.

8 | 6 | 5|7

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Buzzclaw

: Spur — Choose an ally in the same cell as target enemy. Make an X-power attack against that enemy, where X is the chosen ally's power.

Sight is a liability. Buzzclaws are guided by rage.

5 | 4 | 3|4

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Hammerhead

0: Double Stakes — Remove this creature from the game. The player who wins this turn scores two turns instead.

He's good for helping you nail down a victory.

3 | 3 | 1|2

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Heart Thief

: Energy Feed — You don't skip your spawn phase when 1s are rolled for initiative.

If she can't steal your heart, she'll salvage it from your remains.

7 | 4 | 4|6

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Horned Marauder
Bloodcut (B)

Beasts' Fury — Your local Bloodcut allies can make deathblows during any action phase.

The Bloodcut don't take death lying down.

9 | 5 | 5|8

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Immortals' Resting Place

Local and adjacent allies take no damage from deathblows.

To kill the immortal dragon, one must be free of thought.

4 | Location

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Infernal Gothic
Hellbred (H)

: Lure — You may pull target unengaged enemy one cell. *("Pulling" means moving a creature closer.)*

The devil is in the details.

7 | 5 | 5|7

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Mangler
Hellbred (H)

: Mindstrike 7 — Choose target creature in an opponent's reserves. Roll seven attack dice. If the result is equal to or greater than the target creature's life, put that creature in the opponent's graveyard.

8 | 7 | 3|5

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Maul Rat

The maul rat has to chew on something to keep its teeth from growing too long. You'll do.

4 | 4 | 2|4

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Murderous Berserker

: Flux Crit — Deal +X damage this combat, where X is the conquest-point value of the local cell.

The flux holding the dreamscape together also fuels his rage.

6 | 4 | 3|5

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Ogrol Ragelord

Parting Shot 7 — Whenever this creature is disrupted and removed from its cell, it makes a 7-power attack against the enemies that were local to it.

Ogrols don't fight fair.

11 | 7 | 6|9

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Thief of Last Chances
Bloodcut (B)

: Daze — Target local enemy doesn't get a deathblow this phase.

He steals ribbons, shiny objects, and your last breath.

5 | 3 | 4|6

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Unsated Ragedrake

: Crit 3 — Deal +3 damage this combat.

: Trample — If each local enemy has been assigned enough damage to disrupt or destroy it, you may assign any extra damage to enemies in target adjacent cell.

13 | 10 | 8|11

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Warlust Satyr
Bloodcut (B)

: Battle Energize 1 — Gain +1 spawn points at the beginning of your next spawn phase.

His pipes and the sounds of battle blend in fearful harmony.

8 | 6 | 5|6

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